



## ***Assassins Creed Mirage Review***

***First Play Through on Xbox Series X and S. (54 Hours To complete all Main Stories).***

***Second Play Through on the PlayStation 5. (53 Hours To complete all Main Stories).***

***Mirage is principally set in 9th-century Baghdad. You play as Basim Ibn Ishaq (a character first introduced in Valhalla) and his transition from street thief to fully-fledged member of the Hidden Ones.***

***Assassins Creed Mirage has returned to its roots and more of a focus on linear storytelling and stealth game play unlike Assassins Creed Valhalla and Assassins Creed odyssey which were more Action Based than Stealth based games.***



*So Assassin creed Mirage goes back to its roots as a Stealth game, Although the Game style is more stealth based in its nature Basim can fight with great skill in direct combat and you can easily get out numbered by attackers and your best option is to run.*

*The another thing you have to be aware of notoriety system in Mirage.*

*Wanted Posters in Assassin's Creed Mirage? These objects are scattered all over the city of Baghdad, and they'll appear if people catch you committing a crime.*



*If your notoriety is too high Guards will attack you on sight and stealth will not be an option.*

*Keep these mechanics in mind since you're bound to encounter a lot of enemies in the game.*

*Assassin Creed Mirage is a great game and worth playing the graphics look fantastic and the game play is very smooth.*

*This Might be my perception but thought the PlayStation 5 version seem to run smoother than on the xbox version.*

*I had no major issues when playing assassins Creed Mirage on Xbox series X/S and PlayStation 5.*